



NEXT WAR:
POLAND

Non-Allied Order of Battle

Ground Forces Main Command
(Supreme HQ)



6th Army



20th Guards Army



2nd Guards Army



41st Army



58th Army



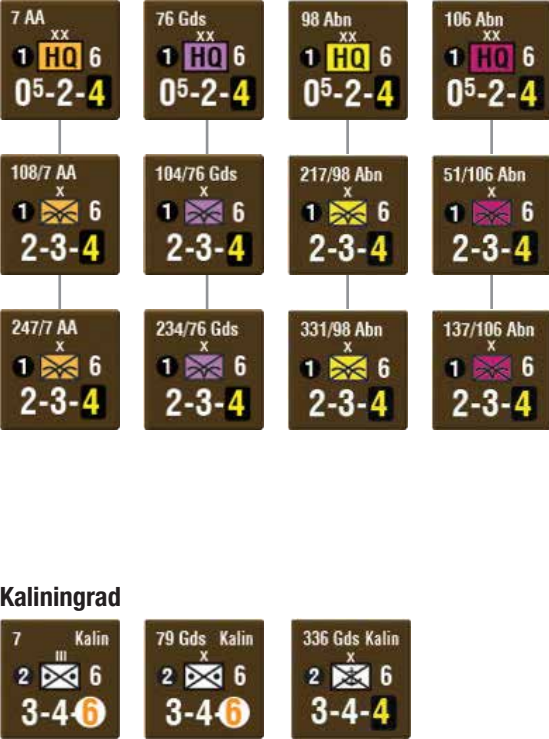
Belarus



Russian Western Military District



Russian Strategic Command



Russian Central Military District



Russian South Military District



Reinforcement Game Turn

Strategic Surprise Tactical Surprise Extended Buildup

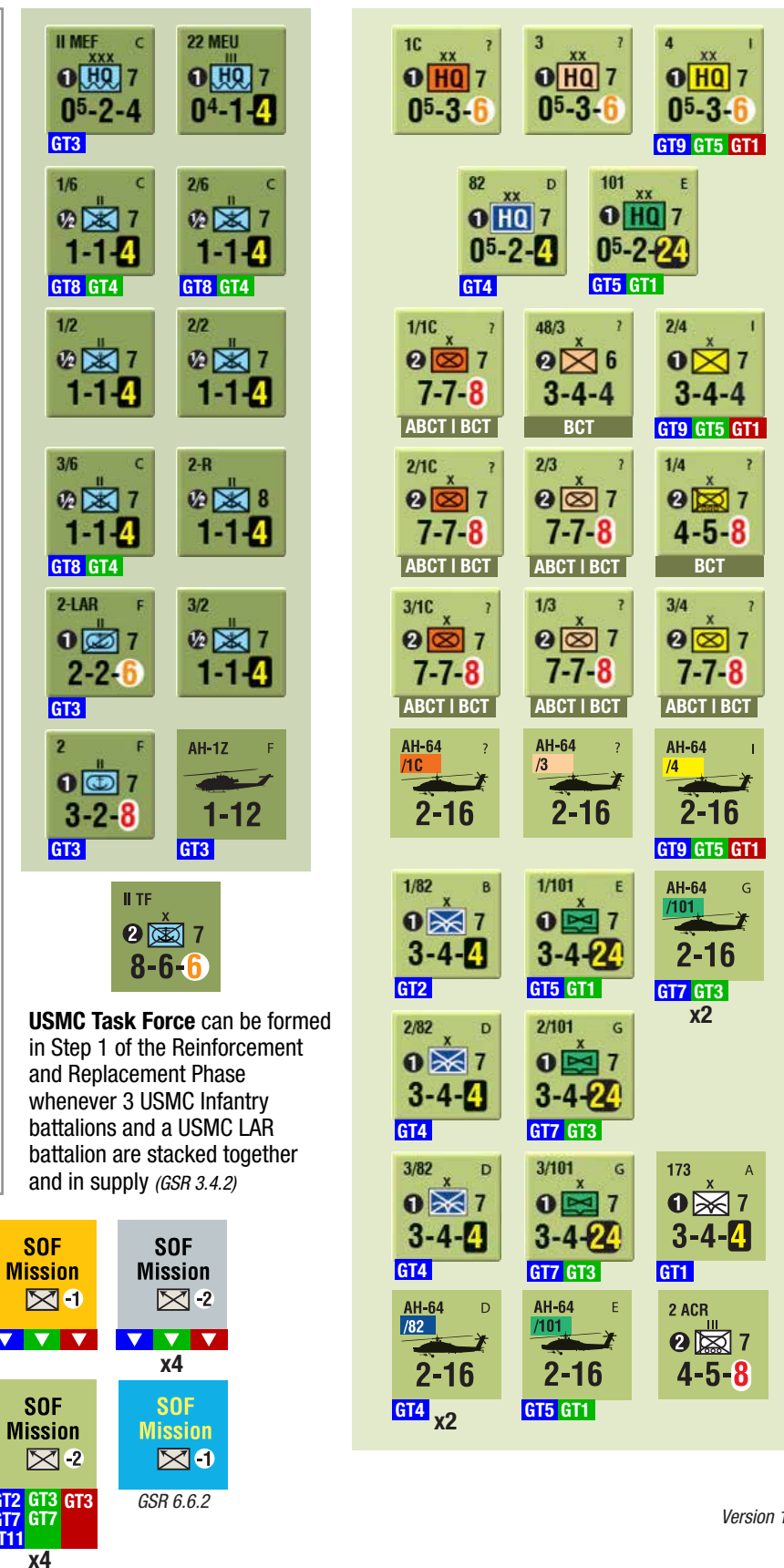
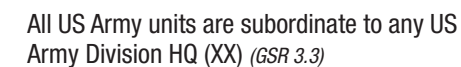
GT# Reinforcement game turn arrival in specific scenario

X Not used in specific scenario











Reconstitutable Units: MiG-29, Su-24, Su-25, Tu-22, Mi-24 (GSR 8.6)



Multinational Corps Northeast











Reinforcement Game Turn

- | | |
|--|---|
|  | Strategic Surprise |
|  | Tactical Surprise |
|  | Extended Buildup |
|  | Reinforcement game turn arrival in specific scenario |
|  | Not used in specific scenario |
|  | In the set-up draw cup for Non US-Poland-Baltic units in specific scenario (17.2.3.1) |
|  | NATO Ground units Reinforcement draw cup |
|  | In the Baltic Reinforcement draw cup in specific scenario |
|  | In the set-up ABCT draw cup. After set-up, place in the BCT Reinforcement draw cup |
|  | In the BCT Reinforcement draw cup |




GSR 6.6.2

US Air Force (17.2.4.2)








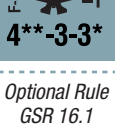







 AS L F-22A -2 6**-3-3* x2	 A M F-16 -2 4*-3-3* x6	 A L F-15C 0 5*-0-0 x2	 A M F-16CJ -2 (4)-WW NATO Ready Box
 A M F-16CJ -2 (4)-WW x3	 M A-10C -1 1-4-3* x3	 A L F-15E -2 4*-3-5* x4	 AS L F-35A -1 4**-3-3* x2

US Air Force draw cup

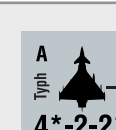




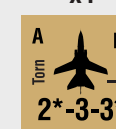

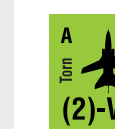
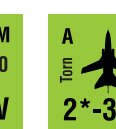
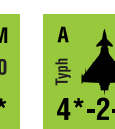
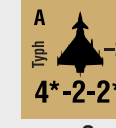


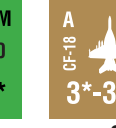
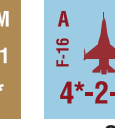
US Marine Corps (17.2.4.4)

 A S AV-8B -2 2-3-2* GT8 GT4	 A M F/A-18 -2 4*-2-2* GT3
 AS L F-35B -2 4**-3-3* Optional Rule GSR 16.1	

US Navy (17.2.4.3)





 CVN BG 2 ¹ GT3 + CAW Optional Rule GSR 16.7	 A M Rafale M -1 4*-2-2* Optional Rule GSR 16.1	 CVN BG 2 ¹ + CAW Optional Rule GSR 16.1
 A M F/A-18E -1 4*-1-1* Optional Rule GSR 16.1	 AS L F-35C -1 4**-3-3* Optional Rule GSR 16.1	 A M F/A-18E -1 4*-1-1* Optional Rule GSR 16.1
 A M F/A-18F -2 3*-3-3* Optional Rule GSR 16.1	 A M F/A-18F -1 3*-3-3* Optional Rule GSR 16.1	 A M F/A-18F -1 3*-3-3* Optional Rule GSR 16.1
 A M F/A-18F -1 3*-3-3* Optional Rule GSR 16.1	 A M F/A-18F 0 3*-3-3* Optional Rule GSR 16.1	 A M F/A-18F 0 3*-3-3* Optional Rule GSR 16.1
 A M EA-18G -2 (3)-WW	 A M EA-18G -2 (3)-WW	 A M EA-18G -2 (3)-WW

NATO Air (17.2.3.2)

 A L Typh -1 4*-2-2* x4	 A M Torn -1 2*-3-3* x2	 A M F/A-18 0 3*-2-2* x3	 A L Typh +1 4*-2-2* x2	 A M F-16 0 4*-2-3* x2
 A M Torn -1 2*-3-3* x3	 A M Mirage 0 3*-2-3 x3	 A M (2)-WW 0 2*-3-3* x2	 A M Torn 0 2*-3-3* x2	 A L Typh 0 4*-2-2* x2
 A L Typh -2 4*-2-2* x3	 A M Rafale M -2 4*-2-3* x3	 A M F-16 0 4*-2-3* x2	 A M CF-18 -1 3*-3-3* x2	 A M F-16 0 4*-2-3* x2










Set-up NATO air draw

Reinforcement NATO air draw

 A M Su-22 0 3-2-2 x2	 A M F-16 -1 4*-2-3* x3	 A M MiG-29 0 4*-1-1 x2	 A M Jas 39 0 4*-2-3* x4 GSR 6.6.2
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NATO Ready Box

NATO Naval GT# is the number of GT after Article 5. (17.2.3.3)



 Amph 4 1 2 ¹ GT3	 Amph 4 1 2 ¹ GT8 GT4	 Amph 4 1 2 ¹ GT6 GT2	 SAG - 3 ²
 SAG - 1 ¹	 SAG - 2 ¹ GT3 GT3 GT3	 SAG - 1 ¹ GT1 GT1 GT1	 SAG - 2 ¹ GT2 GT2 GT2
 Amph 3 1 2 ¹ 1 st UK Cdo Bat.			

Reinforcement Game Turn

■ Strategic Surprise
■ Tactical Surprise
■ Extended Buildup

GT# Reinforcement game turn arrival in specific scenario

Reconstitutable Units: Non-US NATO: F-16, F-18, Rafale, Tornado, Typhoon.
US: A-10, F-15C, F-16, F/A-18, F/A-18E, F/A-18F, F-35, and AH-64. (GSR 8.6)

 CVN BG 2 ¹ GT4 GT4 GT4	 A M Rafale M -1 4*-2-2*
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